

INSTRUCTION MANUAL





## **WARNING: PHOTSENSITIVITY / EPILEPSY / SEIZURES**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

**IMMEDIATELY DISCONTINUE** use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • eye or muscle twitches • disorientation • any involuntary movement
- altered vision • loss of awareness • seizures or convulsion.

**RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.**

## Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.



## FCC AND IC NOTICE - PART 1

**This device complies with Part 15 of the FCC Rules.**

**Operation is subject to the following two conditions:**

- (1) this device may not cause harmful interference, and
  - (2) this device must accept any interference received,  
including interference that may cause undesired operation
- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

## FCC AND IC NOTICE - PART 2

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

**You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.**

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.



Thank you for purchasing “Sumioni: Demon Arts.” This digital manual will help answer any questions you might have about your gameplay experience.

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During the game, you may also confirm basic controls and functions via the pause menu.



# Story & Characters

Once upon a time in ancient Japan, the devious machinations of wicked men plunged the world into chaos, and the only hope for salvation lay with an indolent Inkdemon reluctantly kept in check by two watchful Inkgods. But he'd have to hurry, as the point of no return was nigh, and time was running out...



Shidou



Agura no Sumioni



Yomihhi



# Beginning the Game

When first starting “Sumioni: Demon Arts,” the title screen will display.

From this screen, you may tap the touchscreen to bring up the game’s “title menu.”





# Title Menu

Displays from the title screen with a tap.

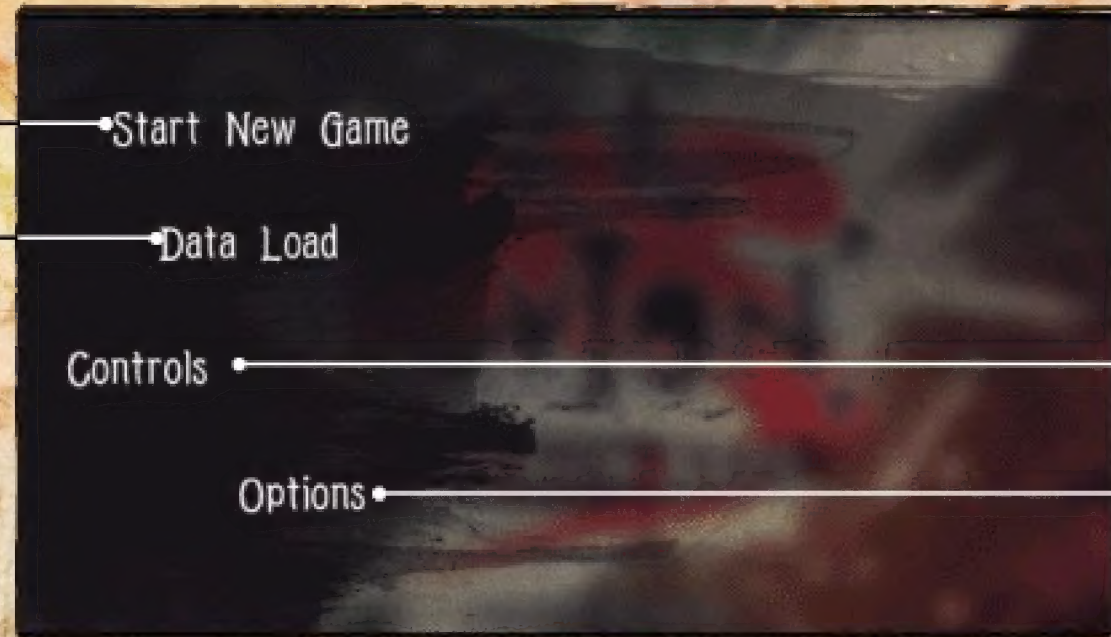
## Start New Game

(Changes to "Resume Game" after Load Data.)

Begin playing.

## Load Data

Select a previously saved gameplay session from the data list.



## Controls

Display a list of game controls for reference.

## Options

Alter gameplay elements:

- BGM Volume
- SE Volume
- Control Type



# Option Menu

## Control Type

Alter the game's controls to your personal preferences.

## Default

Revert all option settings to their initial values.



## BGM Volume

Change the volume of background music during gameplay.

## SE Volume

Change the volume of sound effects during gameplay.



# Game Screen

## Health Gauge

Decreases as Agura takes damage, but can be restored with items.

## Ink Gauge

Decreases as Agura's various ink abilities are employed. Can be recovered with items or by "Ink Padding."



## Ink Pad Icon

Appears when you're able to rub the rear touch pad to refresh Agura's ink supply.

## Water Brush Button

Lights up when the water brush is in use. Can be tapped to toggle water brush mode on or off.

## Inkgod Icons

After summoning an Inkgod, the corresponding icon will disappear, indicating that the Inkgod cannot be summoned again. (As time passes, however, it will reappear.)



# Game Outline

## Objective

Use Agura's many abilities to dodge attacks and defeat foes. Smash the pagoda or down the boss at the end of each stage to progress onward.

## Progression Targets

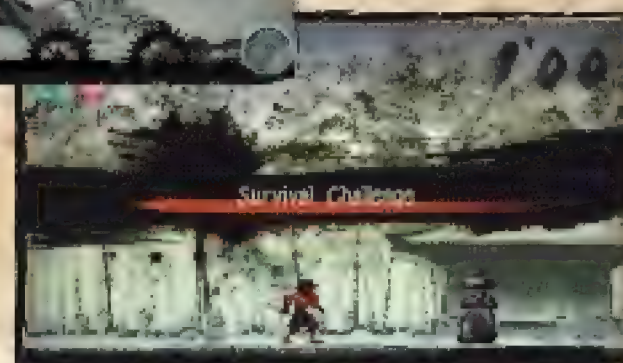
Large targets have numerous attackable sections. By destroying different sections individually, you can greatly reduce the target's attack power.

## Game Over

If Agura's health drops to 0, it's Game Over.

## Types of Stages

Stages with pagodas or other progression targets are the most common, but you'll also encounter timed survival stages as well as stages that require you to outrun a massive pursuer.





# Controls



## Basic Actions

1	Move	Use the left stick or the directional buttons.
2	Jump	Push the left stick up or press the up button or X button.
3	Attack	Tap the touchscreen or press the <input type="checkbox"/> button.
4	Use Arts	Press the L button, draw your arts, then press it again.
5	Pause	Press the START button to pause the game and view options.
6	Refill Ink	Rub the rear touch pad.
7	Toggle Water Brush	<input type="radio"/> button.

Control limitations for jumping and attacking may be toggled in the option menu.



# Controls

## Special Moves

Dash	Push left stick in desired direction twice in rapid succession. (Can be used in midair as well.)
Dance Strike	Continue holding direction after dash. Extended usage will render you temporarily immobile.
Windmill	Push left stick up/ <input type="checkbox"/> button during Dance Attack.
Hornet	Push left stick down twice in rapid succession or left stick down + <input type="checkbox"/> button.



# Ink Action

## Platform Brush

Trace lines on the touchscreen to create solid platforms upon which Agura can stand. These platforms will slowly fade away over time. In addition, if a fourth platform is drawn, the first will vanish.



If you spend an extended period of time standing upon platform lines, you'll receive a power boost known as "multi-edge." Taking damage or falling back to solid ground will undo this effect.



# Ink Action

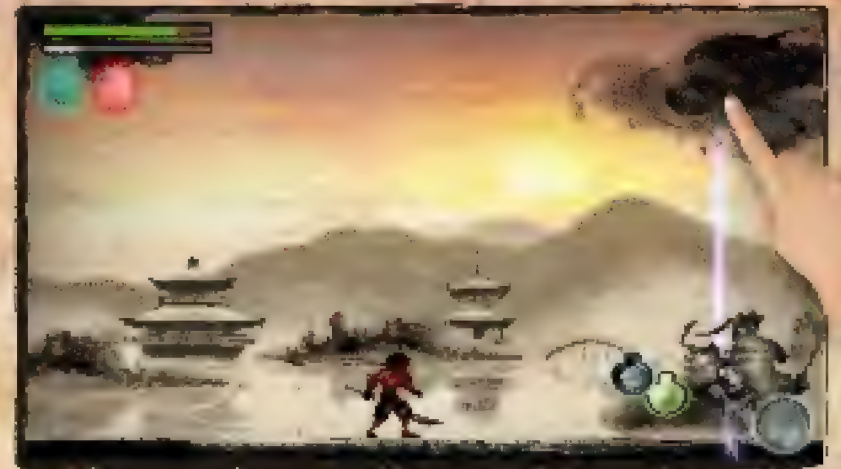
## Arts

Open the arts screen to input mystic arts, then exit back to the main game screen to cast them.



### Flame Arts

Lines drawn in the arts screen will burst into flames upon exiting. Flame Arts can be used as an attack or to block enemy projectiles.



### Thunder Arts

Holding one spot on the arts screen for a few seconds will spawn a thundercloud upon exiting.

Continuing to hold will expand the cloud's size and power up to 3x, as long as you have ink to spare.



# Ink Action

## Water Brush

When the water brush symbol in the bottom-right is lit, you can use this brush to erase platforms.

It can also be used to erase some enemy projectiles, and has special effects when targeting flame or lightning.



### Flame

Generates steam that confuses all who touch it, causing foes to attack one another.

### Lightning

Generates shock waves that slow all who touch them to a crawl.

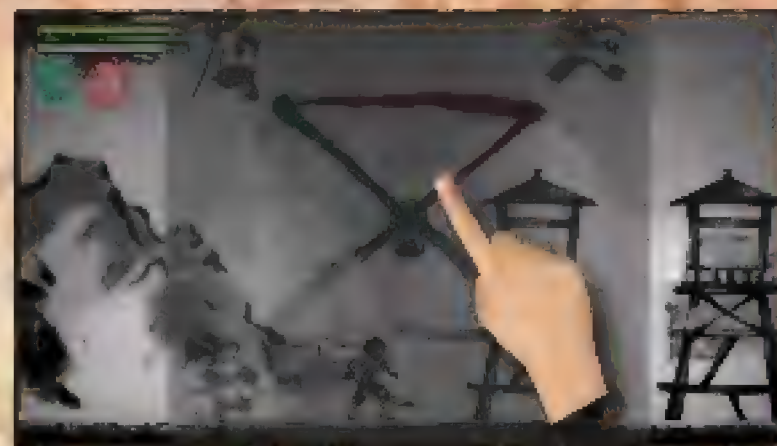


# Ink Action

## Summoning

Open the arts screen and touch one of the summon buttons on the bottom-right or bottom-left corner of the screen to begin the process of summoning an Inkgod for temporary assistance in your fight. Trace the design that appears in the background without lifting your finger, and the summon spell will be complete. If you can keep pace with the guide light, too, the summoned Inkgod will be slightly more powerful.

Note that once an Inkgod has been summoned, it will not be summonable again until a set amount of time has passed.





# Items



## Health Drink (L, S)

Restores a set amount of health.



## Health Container

Increases Agura's max health, but does not offer any restoration.



## Ink Well (L, S)

Restores a set amount of ink.



## Ink Container

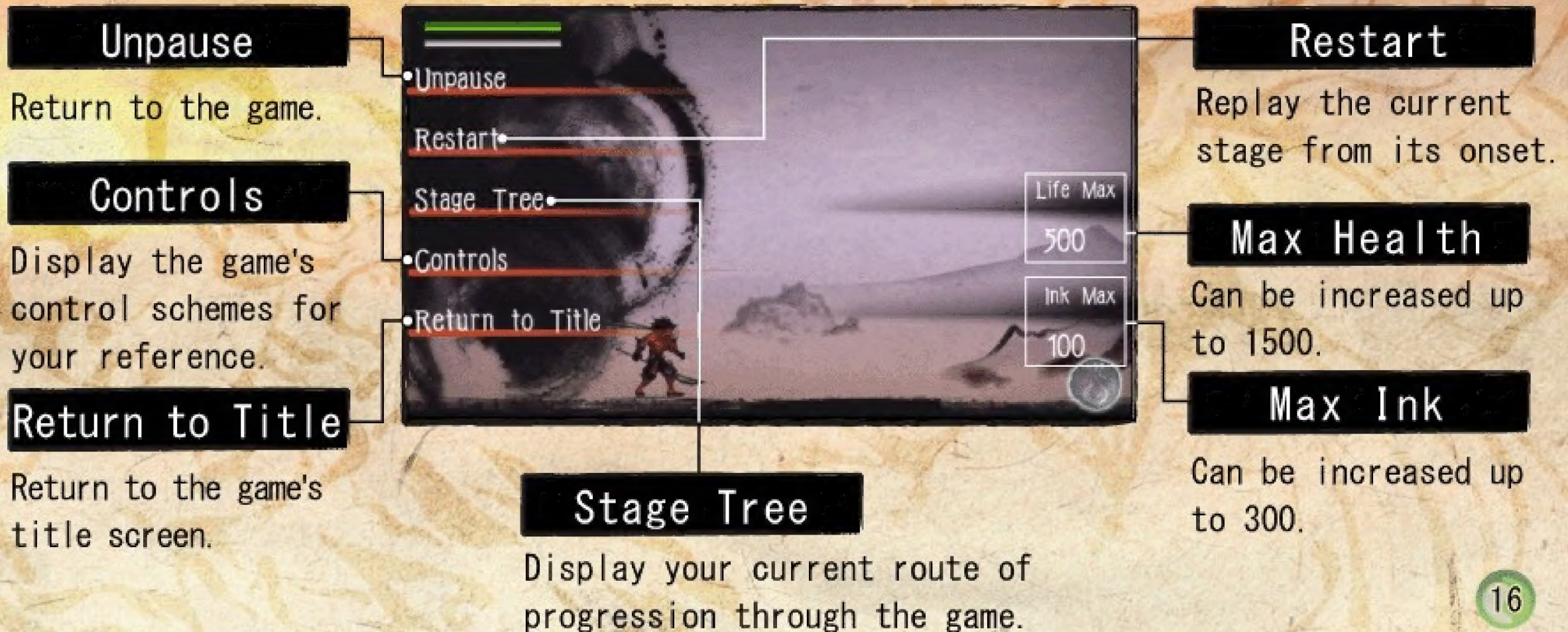
Increases Agura's max ink, but does not offer any restoration.

Items can be found in the game's environment or collected from fallen foes.



# Pause Menu

Displays when the game is paused.





# Stage Clear

## Results

After each stage, your clear time and total damage are ranked on the following scale:

- Clear Time
- Damage

Hi	MARVELOUS!!
↑	AMAZING!
	GOOD!!
Lo	No Display

Next Stage

Rating

“Sumioni: Demon Arts” has a branching storyline, with events playing out differently based on your performance.

Your overall rating is represented by ★s.





# Game Over

## Return to Title

Return to the game's title screen.

## Retry

Replay the current stage from its onset.

## Redo All

Restart the game from the first stage, but keep all health and ink from the most recent.





Technical Support



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